WARGAMERS SERIES



WARGAMING FOR AMSTRAD CPC 464



BATTLE OF BRITAIN









THE SCENARIO

The Battle of Britain took place between July and October of 1940, and was the German Luftwaffes attempt to defeat the R.A.F. and gain air superiority prior to Operation Sea-lion – the invasion of Great Britain scheduled for the summer of that year.

The ensuing battle has gone down in history as one of the most courageous of WWII culminating in the defeat of the Luftwaffe and the cancellation of Operation Sealion.

In the famous words of Winston Churchill:

"Never has so much been owed by so many to so few"

The Game

You are in control of Fighter Command and the computer simulates the operations room. Your task is to deploy your aircraft against the incoming squadrons of the Luftwaffe, whilst bearing in mind the problems of limited flying time, ammunition, available landing strips and the size of the incoming force.

You can also test your arcade skills by actually flying a Spitfire in air to air combat or firing an anti aircraft gun in ground to air battles.

Designed by Alan Steel
Written by Alan Steel, Ian Bird
Graphic Help from Paul Hutchinson

Battle of Britain is also available for Commodore 64, Amstrad, Atari & Spectrum.

FEATURES

1. OPTIONAL ARCADE SEQUENCES
2. 3 LEVEL GAME OPTION
3. CAMPAIGN GAME OPTION
4. FULLY DETAILED INSTRUCTION BOOKLET
5. FREE MEMBERSHIP OF THE PSS WARGAMERS SOCIETY (see inside)

THE PSS WARGAMERS SERIES

The PSS Wargamers Series has been created to combine elements of a strategy game like chess with the added excitement of graphic arcade sequences. The games require skill and mental agility and are designed for the person who wants a serious but stimulating game.

The strategic level of the game is played on a map system, whilst the tactical elements of the game can if wanted be played in an arcade style.



WARGAMERS SERIES

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DESIGNED & PRINTED BY CREATIVE PRINTING ASTON OXON ENGLAND (0993) 850444



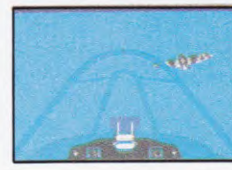
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BATTLE FOR MIDWAY

Computer & Video Games
– Commended by its readers for Best Strategy Game at the Golden Joystick Awards 1985

Popular Computing Weekly April '85
...a package complex enough to satisfy the most hardened traditionalist, yet slick enough to keep the interest of arcade players...



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ZZAP! 64 June '85
Gold Medal Award
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Computer Trade Weekly April 29 '85
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